IN THE CLAIMS:

.1.   (Currently Amended) A recording medium used for storing data, comprising:

a data structure encoded on the computer readable medium for processing by a computer program to provide a video output on a display device, the data structure including a

5   digital stream generated by multiplexing a video stream and a graphics stream, wherein:

the graphic stream is a sequence of a plurality of packets which include a packet containing control information; and

the control information indicates that graphic data contained in a preceding packet in the sequence is to be displayed at a predetermined time in a state of being overlaid on the

10   video stream.

2.   (Currently Amended) The recording medium of claim 1, wherein:

each of the plurality of packets belongs to any of a plurality of display sets which are each used for reproducing a graphics display; and

the graphics data and the control ~~information~~ data belong to different display sets.

15   3.-6.   (Cancelled)

7.   (Currently Amended) A reproduction apparatus for reproducing a digital stream generated by multiplexing a video stream and a graphics stream, comprising:

a video decoder operable to decode the video stream to generate a moving picture; and

20   a graphic decoder operable to decode the graphics stream to generate graphics, wherein

upon reading control ~~information~~ data in the graphics stream, the graphics

decoder transfers graphics ~~which has been~~ generated by decoding graphics data that precedes the

control ~~information~~ data in the graphics stream to a plane memory, based on the control

~~information~~ data.

5   8.   (Currently Amended) The reproduction apparatus of Claim 7, wherein:

the graphics stream includes a plurality of display sets each of which is used for

producing a graphics display; and

upon reading [[the]] a display set ~~to which the graphics data belongs~~, the graphics

decoder ~~decodes the~~ stores graphics data ~~to generate the graphics and stores the generated~~

10   ~~graphics to~~ belonging to the read display set into an object buffer.

9.-12.   (Cancelled)

13.   (Currently Amended) A method of recording onto a recording medium,

comprising the steps of:

generating application data; and

15   recording the application data to the recording medium, wherein:

the application data includes a digital stream generated by multiplexing a video

stream and a graphics stream;

the graphics stream is a sequence of a plurality of packets which include a packet

containing control ~~information~~ data; and

20   the control ~~information~~ data indicates that graphics data contained in a preceding

packet in the sequence is to be displayed at a predetermined time in a state of being overlaid on

the video stream.

14. (Currently Amended) A computer-readable ~~recording medium storing a~~ program ~~used in~~ for causing a computer ~~for reproducing~~ to reproduce a digital stream generated by multiplexing a video stream and a graphics stream, comprising:

program code operable to cause the computer to decode the video stream to

5   generate a moving picture; and

program code operable to cause the computer to decode the graphics stream to generate graphics, and ~~overlay~~ display the graphics ~~and the moving picture~~, wherein

~~upon reading control information in~~ when control data is read out from the graphics stream, the graphics ~~which has been~~ displaying program code causes the computer to

10   transfer graphics generated by decoding graphics data that precedes the control ~~information~~ data in the graphics stream, ~~is transferred to~~ to a plane memory based on the control ~~information~~ data.

15. (Currently Amended) A method of reproducing a digital stream generated by multiplexing a video stream and a graphics stream, comprising the steps of:

decoding the video stream to generate a moving picture; and

15   decoding the graphics stream to generate graphics[[;]] , and displaying the graphics, wherein

upon reading control ~~information~~ data in the graphics stream, ~~transferring~~ the step of displaying the graphics ~~which has been generated by decoding~~ stream transfers graphics generated by decoding graphics data that precedes the control ~~information~~ data in the graphics

20   stream to a plane memory, based on the control ~~information~~ data.